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Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Phone: (310) 255-2050

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To view a full length manual, including credits, visit www.activision.com/en_US/manuals

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NINTENDO DS™

**TRANS
FORMERS**
ANIMATED
THE GAME



INSTRUCTION BOOKLET

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



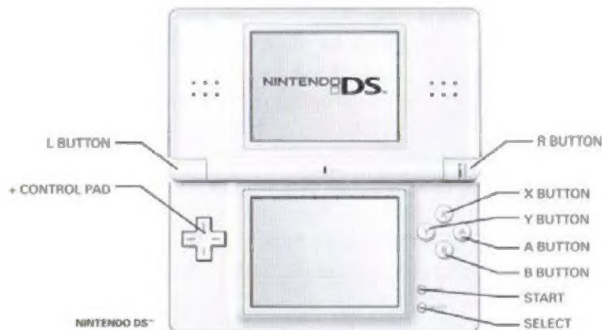
Nintendo

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Getting Started

1. Insert the *Transformers Animated:™ The Game* Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.

Note: The Transformers Animated: The Game Game Card is for the Nintendo DS system only.



⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Main Menu

The Main Menu has the following items: **New Game, Load Game, Options and Unlockables.** See the online manual at www.activision.com for more *Transformers Animated: The Game* gaming information.

Heads-Up Display (HUD)

During gameplay, the bottom screen is reserved for the 3D gameplay and remains largely unobstructed by HUD elements. Any information that needs to be tracked and shown is displayed on the Top Screen instead. See the online manual at www.activision.com for more information on the *Transformers Animated: The Game* HUD.

Common Controls

Once you trigger a menu action by using the **A** or **B** Button, you can change the selected menu item by using the directions on the +Control Pad while also holding down the **A** or **B** Button. The selected action will complete once the **A** or **B** Button is released.

The following controls are common to all four Autobots with the Platform and Driving games.

- **Switch Character:** During the Platform game, press the **L** or **R** Button to switch characters. The order in which the Autobots are selected is as follows when pressing the **R** Button: Optimus Prime → Bulkhead → Bumblebee → Optimus Prime. When the **L** Button is used, the order is reversed.

Note: You can also use the Touch Screen to switch characters by touching a character's corresponding mini-shield.

- **Pause Game:** Press **START** to pause the game. This will only work when you have control of your character (e.g., not in a cut-scene or dialog).
- **Movement:** Press ← or → on the +Control Pad to move your selected Autobot left or right.
- **Skip Cut-scene/Dialog:** Press **START** when in the middle of a cut-scene to skip it. Press the **A** Button to advance dialog.

- **Operate Device:** Press ←, →, ↑ or ↓ on the +Control Pad to operate devices such as Elevators and Lifting Magnets.

Switching Characters

Whenever one of your characters is off the screen, a small color-coded shield will appear to indicate where that character is in relation to the one you're currently playing. These color-coded shields can also be used to switch characters. Simply tap the color coded shield to change to that character.

Common Driving Controls

Both Forms (Robot and Vehicle)

- **START:** Pause game
- **+Control Pad:** Change Lanes
- **L & R Buttons:** Change Form
- **Touch Autobot Icon:** Change Form
- **A,B,X,Y:** Change Form

Optimus Prime Controls

- **Axe Swing:** Touch an enemy on the Touch Screen to swing Prime's Battle Axe. This will only work when enemies are in melee range (see Throw Axe). You can also use the **Y** Button to perform axe swings.
- **Block:** Press and hold the **B** Button to block against attacks and projectiles.
- **Axe Throw:** Touch an enemy or object on the Touch Screen to automatically throw Prime's axe in a straight line toward the target.
- **Guided Axe Throw:** Touch Optimus Prime on the Touch Screen, then draw a path away from him, either to the left or right. When you lift your stylus from the Touch Screen, the axe will be thrown and will follow the path as best it can.
- **Vertical Grapple:** Press ↑ on the +Control Pad to grapple onto the ceiling. If there is a platform above you, he will automatically hoist himself up and flip onto it.

- **Drop From Platform:** Press **↓** on the +Control Pad to have Prime swing down from the platform and drop to the level below. This can only be done while standing on an elevated platform.

Vehicle Mode Abilities

- **Ramming Power** (when Prime smashes into construction barriers, he breaks them to pieces without missing a beat)

Robot Mode Abilities

- **Battle Axe** (can be thrown to hit enemies in the air or on the road ahead)

Driving Controls

Robot Form

- **Touch Enemy:** Throw Battle Axe

Bumblebee Controls

- **Stingers:** Touch the **Touch Screen** to have Bumblebee fire his Stingers in that direction. When firing at an enemy, the beam must be maintained to continue inflicting damage. In the case of an electronic device, you need only touch it on the Touch Screen and Bumblebee will power the device until he moves away. You can also press and hold the **Y** Button to fire your Stingers, then use the +Control Pad to change firing direction.
- **Jump:** Press the **B** Button to jump. When Bumblebee jumps towards a wall, he'll automatically grab on the wall and slowly grind down the length of the wall (see Wall Jump).
- **Wall Jump:** Press the **B** Button while Bumblebee is grinding down a wall to perform a Wall Jump. This will send him flying in the direction opposite to the wall.

Vehicle Mode Abilities

- **Speed Boosters:** Allow Bumblebee to go incredibly fast for a short duration. These Boosters must recharge between each use. Use any of the Change Form buttons to activate Bumblebee's Speed Boosters.

Bulkhead Controls

- **Punch:** Touch an **enemy** or **object** on the Touch Screen to have Bulkhead perform a massive punch. This will only work on enemies or objects that are within melee range.
- **Block:** Press and hold the **B** Button to block against attacks and projectiles.
- **Wrecking Ball:** Touch **Bulkhead** on the Touch Screen, then quickly trace a straight line away from him in any direction to have Bulkhead launch his Wrecking Ball in that direction. You can also touch an enemy or object on the Touch Screen to launch the Wrecking Ball in a straight line at your target.
- **Grapple Object:** Press and hold the **A** Button to grab onto an object. When holding on an object, you can press **←** or **→** on the +Control Pad to push or pull the object.

Prowl

Robot Mode Abilities

- **Shuriken:** A fast weapon that can be thrown at enemies.
- **Jump:** With his agility, Prowl can jump over large obstacles.

Controls

Robot Form

- **+Control Pad:** **←** or **→** Change Lanes; **↑** Jump
- **Touch Enemy:** Throw Shurikens

Collectibles

Energon Cubes: These are found throughout the game. Pick them up to instantly regain some of your lost health. Energon Cubes come in two varieties: **Small** and **Large**. Small Energon Cubes are quite common but only restore a small portion of your health. Large Energon Cubes are rare, but they will fully restore your health.

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